

Curriculum Overview –

All Saints' Curriculum Intent Statement:

Pupils at All Saints have access to a world class curriculum – one which is broad, balanced, challenging and gives pupils a better chance of success than any other curriculum in the country.

Creative iMedia Curriculum Intent Statement:

The curriculum is much more than just lessons. It includes the ethos, attitudes and relationships which create the high quality life in all of our schools. Our aim is to provide a broad, balanced and rigorous curriculum that meets the needs and aspirations of every young person and leaves them well prepared for their future.

The Creative iMedia curriculum is planned to ensure that students are enriched with a range of digital skills to be successful in life, beyond school. Students will leave us with the confidence to access and use a whole range of digital media and software applications. The Creative iMedia curriculum is designed to build upon and challenge student's knowledge, skills and understanding of digital media concepts. Creative iMedia actively promotes innovation, creativity and strives to build independent learners. Students will study three units which aim to take students through the process of learning, developing, applying and evaluating.

The curriculum intends:

1. To equip our students with practical digital media skills through assignments of real world scenarios. These will enable our students to gain the essential transferable digital media skills and knowledge to enhance their employability within the digital media industry. The curriculum will encourage independent learning, creativity, research and digital media product creation.
2. To explore how digital media is used within our society for a wide range of purposes and target audiences.
3. To equip our students with an array of critical skills which include effective research, interpretation, planning, development, analysis and evaluation.
4. Through all of this, to cultivate a love of the subject that propels students towards a future interest in the creative digital media industry.

Y e a r	Cycle 10	Cycle 11	Cycle 12
	R097:	R097:	R094:

<p>10</p>	<p>Types of interactive digital media, content and associated hardware</p> <p>The format types of interactive digital media</p> <p>Content used in interactive digital media</p> <p>Hardware devices used to access interactive digital media</p> <p>Methods of user interaction within interactive digital media</p> <p>GUI (graphical user interface) design</p> <p>Features of interactive digital media design</p> <p>Interface and interaction styles</p> <p>Conventions of interactive digital media and accessibility</p> <p>Hardware/software used to create interactive digital media</p> <p>Pre-production documentation for interface/content planning</p> <p>Sourcing assets</p> <p>Exporting/publishing finished interactive digital media products</p> <p>Techniques to test/check the technical properties of interactive digital media</p> <p>Techniques to review the fitness for purpose of</p>	<p>NEA – start and complete assignment coursework - hand in during Spring Term</p>	<p>Purpose, features, elements and design of visual identity</p> <p>Graphic design concepts and conventions</p> <p>Properties of digital graphics and use of assets</p> <p>Techniques to plan visual identity and digital graphics</p> <p>Tools and techniques to create visual identity and digital graphics</p> <p>Technical skills to source, create and prepare assets for use within digital graphics</p> <p>Techniques to save and export visual identity and digital graphics (with integrated</p> <p>R094: NEA – start assignment - hand in during Autumn term</p>
------------------	---	---	---

	completed interactive digital media		
	Big ideas:	Big ideas:	Big ideas:
	Assessment:	Assessment: NEA - R097 assignment	Assessment: NEA - R094 assignment
Y e a r 1 1	Cycle 13	Cycle 14	
	<p>R093:</p> <p>Media industry sectors and products (TA1)</p> <p>Job roles in the media industry (TA1)</p> <p>How style, content and layout are linked to the purpose. Client requirements and how they are defined (TA2)</p> <p>Audience demographics and segmentation (TA2)</p> <p>Media codes used to convey meaning, create impact and/or engage audiences (TA2)</p> <p>Sources of research and types of research data (TA2)</p> <p>Work planning and documents used to support ideas generation (TA3)</p> <p>Documents used to design/plan media products (TA3)</p> <p>The legal issues that affect media (TA3)</p>	<p>R093: Revision and mock papers/topic assessments</p>	

	<p>Distribution platforms and media to reach audiences (TA4)</p> <p>Properties and formats of media files (TA4)</p>		
	Big ideas	Big ideas:	
	Assessment:	<p>Assessment: Final R093 examination (written, 90 minutes)</p>	